- Complex control flow is encoded (by the compiler) as conditional jumping in x86
- C loops convert to **do-while format** converts to x86 easily using jump
  - all tests are compare operations
  - all goto statements are jump statements (some conditional, some not)

- Switch Statements convert to **Jump Tables**
  - Sets up an array (table) in memory of locations to jump to
    - index into the array is the value of the switch (e.g. switch x case 1 goes to jumptable[1])
    - uses memory formatting to get the target address to jump to
    - \( \text{jmp} \ * .L62( , \%edx, 4) \)
      - equivalent to \{ target = jumptable[x]; goto target\} where \%edx stores x